

ABSTRACT

A gaming console architecture includes a game platform interface and a game program, the game program including a plurality of functional modules, such as “combinations” and “graphics/audio” which interact via the platform interface. The game
5 program may include a user interface module and a combinations module and communication of combinations to be displayed, are conveyed from the combinations module to the user interface module via the platform interface. The architecture allows the creation of games which run on a variety of platforms of different architectures which may be stored on a generic "game server" which stores games for execution and
10 distribution to various platforms including electronic gaming machines, internet consoles and televisions.